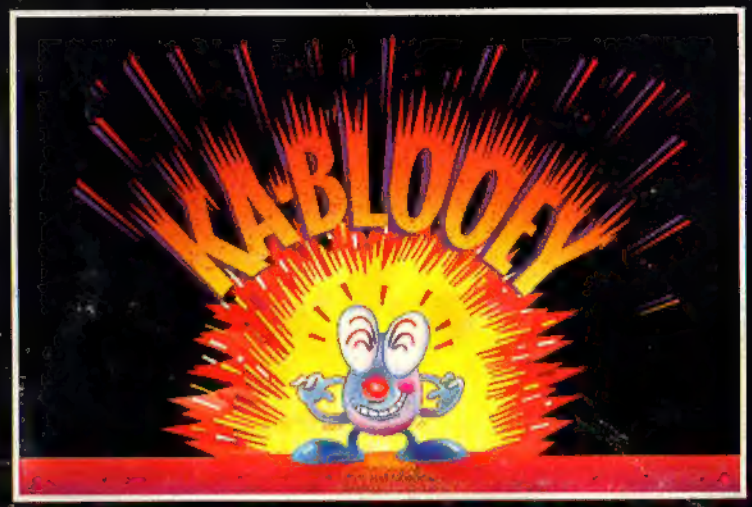
SNS-BB-USA



INSTRUCTION BOOKLET

KEMCO

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KEMCO

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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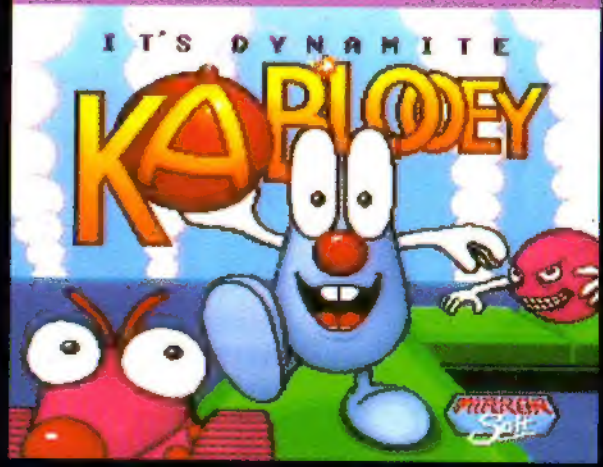
Thank you for purchasing this KA-BLOOEY Game Pak for the Super Nintendo Entertainment System; it's sure to be the most EXPLOSIVE puzzle game you've ever played!

You'll have to blast your way through 130 MIND-BLOWING levels, each harder and more complicated than the last, but you're sure to get a CHARGE out of it. The object of the game is to strategically DETONATE every bomb in each level, and still leave yourself a safe place to stand!

Good Luck, and have a BLAST!



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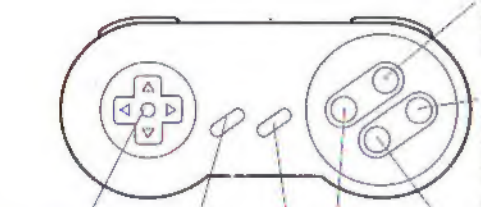
GAME CONTROLS



X BUTTON: Same as the A Button.

A BUTTON: Blows up bombs. Executes choice on the select screens.

CONTROL PAD

Y BUTTON: Same as the B Button.

B BUTTON: Transports a bomb. **Note:** You may only transport a bomb if there is a *SLOT* in the tile with the bomb.

SELECT BUTTON: Switches between the game screen and a detailed, close up map.

START BUTTON: Switches between the game screen and the Overall map screen.

To detonate a bomb, you must stand on the same tile the bomb is on. Press and hold the A button for three seconds (you will see a count down) then move to a safe tile.

CONTROL PAD (+ BUTTON):
Moves the bomb cursor on the select screens.
Moves your character.

Note: Since KA-BLOOEY is played on a 3-D screen, the control pad works a bit differently:

- To move Character Down and Left, press **Down.**
- To move Character Down and Right, press **Right.**
- To move Character Up and Right, press **Up.**
- To move Character Up and Left, press **Left.**

Hint: Rotate the controller to the right 45 degrees for ease of use. (see below)

GETTING STARTED

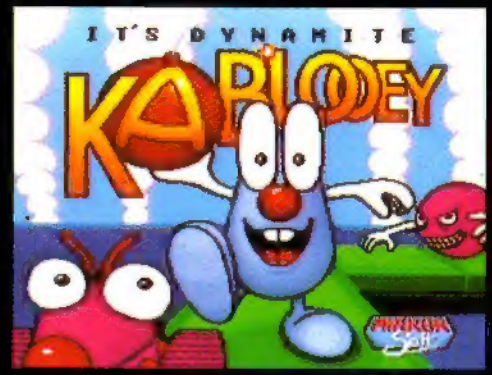
Insert the Game Pak into the Super NES and turn on the power.

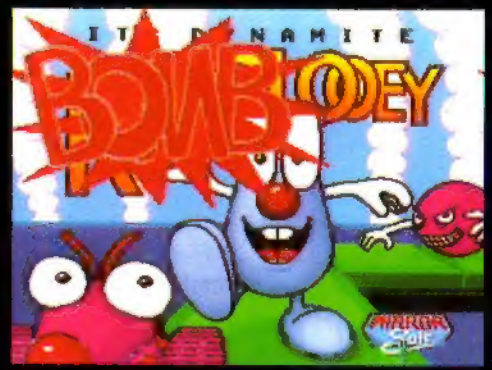
After the Kemco information screen, the KA-BLOOEY title screen will appear. Press any button on the controller to advance to the player select screen.

On the Player Select screen, move the bomb cursor to the right or left using the control pad to select 1 or 2 players. Press the A button to make your selection.

At this point, you'll have to choose New Game or Password. If you have played the game before, and know the password to the level you wish to begin on, move the cursor to "Password" and press A. Enter the password to begin where you left off. If you haven't yet received a password from playing the game, select "New Game" and press start to begin the game on level 1.

Hint: You may also watch the select screen to see a brief explanation of all the objects that appear in the game.





PASSWORD INFO

KA-BLOOEY has a built-in password feature that allows you to return to whatever level you left off at, even after you turn off the power!

At the start of each level, a password will be shown on the screen that you can use to return to that level at any time. **Make sure you write down these passwords.** When you wish to restart, select "Password" after choosing 1 or 2 players. Use the control pad to choose and enter each of the letters that spell out the password of the level you wish to return to. Up and down changes the current letter, left and right will move forward or backward through the password. Press the A Button to enter the password. When you enter a correct password, the game will resume at the level with the corresponding password.

Note: If you get totally blown away, you may select the "continue" option to restart the game at the level that you perished. You will not have to enter a password, as long as you don't turn off the power.

GAME STRATEGIES

Once you get started, it is time to work out your strategy. At the beginning of each level, press the **Start** button to see the map. Study the map and use it to plan your strategy for the level.

The timer will stop while you look at the map, so take as much time as you wish. Make sure you take into account effective use of the different explosion areas of the different bombs. Once you have planned an effective strategy, return to the 3-D screen and let the excitement begin.

GAME SCREEN

Be Quick! If you hesitate, time will run out on you.

A -BONUS
The amount of time you have left to finish the level. If a player fails to complete the stage within the required time limit, that player will lose a life.

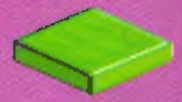
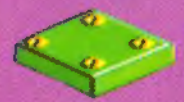
B -LEVEL
Indicates the stage that the player is currently playing. There are a total of 130 stages in the game.

C -BOMBS
The number of bombs remaining to be blown up on the current level. Once this number reaches zero, the stage is cleared, and the player will advance to the next level.

D -SCORES (1 UP and 2 UP)
This is the number of points each player has. Each player will receive points for blowing up bombs, destroying enemies, and clearing levels.

Hint: You are awarded 10 bonus points for each tile left intact after blowing up all the bombs in a level.

REGULAR TILES

No.	3D	MAP VIEW	
1			**Normal Tile** Can be destroyed by an explosion.
2			**Slot Tile** Bombs are transportable only on these slotted tiles. Can be destroyed by an explosion.
3			**Riveted Tile** Indestructible
4			**Dissolver** Crumbles to pieces after you've stepped on it. Can be destroyed by an explosion.
5			**Ice Tile** So slippery, it will spin you out of control! Can be destroyed by an explosion.

SPECIAL TILES

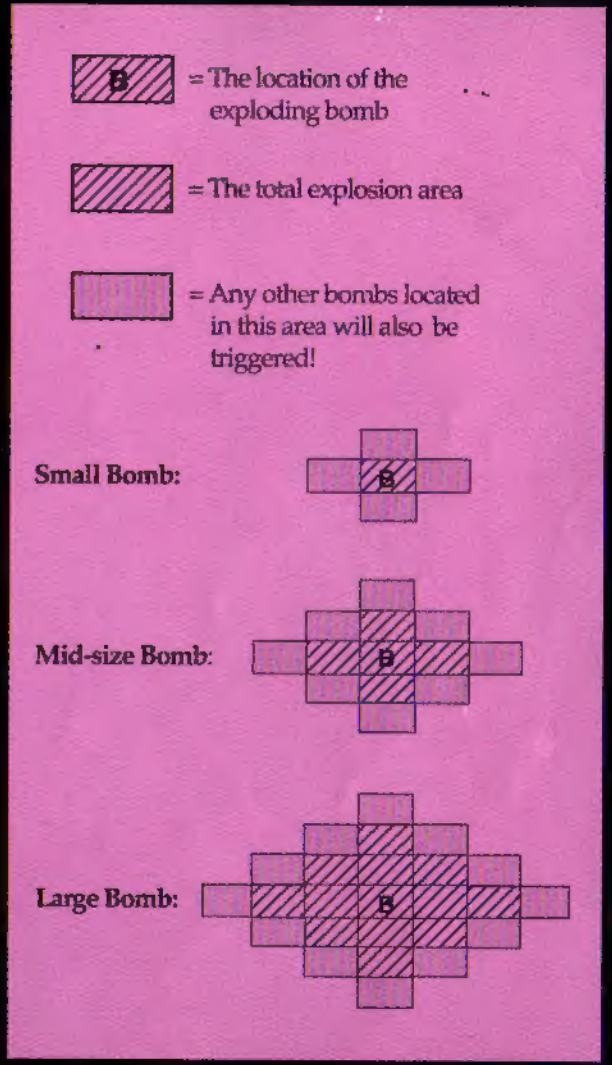
No	3D	Map View	
1			**Temple** This tile will stop an explosion, but in the process it will be destroyed.
2			**Teleport** Warp from one place to another by stepping on this tile. An explosion will destroy it.
3			**Spinner** If you step on a spinner tile, you'll be thrown off in a random direction. An explosion will destroy this tile.
4			**Switch** The A button activates the Switch and a new block will appear. Flip the switch again to make the block disappear. The Switch can be destroyed by an explosion.
5			**Squeak** Activate Squeak with the A button, then steer him like you would your own character. It doesn't matter if Squeak goes KA-BLOOEY as long as you are safe.
6			**Bubble** Activate with the A Button, then steer him like you would a Squeak (he looks like a Squeak except he is red). Unlike a Squeak, he'll explode if he touches a bomb.

BOMBS AND MINES

No.	3D	Map View	
1			**Small Bomb**
2			**Mid-Sized Bomb**
3			**Large Bomb**
4			**Small Aerial Bomb** When an Aerial bomb is detonated, all the other Aerial bombs will explode.
5			**Mid-Size Aerial Bomb**
6			**Large Aerial Bomb**
7			**Small Mine** Mines will explode when stepped on!
8			**Large Mine**
9			**Swell Bomb** It's size will swell from a small bomb to a large bomb, and back. The explosion size will also change depending on when it is detonated.

EXPLOSION AREAS

You must be familiar with the explosion areas of the different size bombs to plan a successful strategy. Refer to the drawings at right to see the different explosion areas:



ENEMY CHARACTERS

If your character is touched by one of these nasties, you'll lose a life!

No.	3D	Map View	
1			This moves on the surface of the tiles in a set pattern.
2			This bounces on the surface of the tiles in a random pattern.

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(206) 556-9000

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